



## **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

### **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid lending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **SEGA DREAMCAST VIDEO GAME USE**

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

## **CONTENTS**

<b>POWER UP</b>	<b>2</b>
<b>SEGA DREAMCAST CONTROLLER</b>	<b>3</b>
<b>JUMP PACK</b>	<b>3</b>
<b>FACTORY STANDARD DRIVING CONTROLS</b>	<b>4</b>
<b>RACE CONTROLLER</b>	<b>5</b>
<b>ARCADE STICK</b>	<b>6</b>
<b>MAIN MENU</b>	<b>7</b>
<b>PRACTICE</b>	<b>7</b>
<b>RACE MENU</b>	<b>8</b>
<b>TOURNAMENT WAGERING SYSTEM</b>	<b>9</b>
<b>TWO PLAYER RACE</b>	<b>11</b>
<b>OPTIONS</b>	<b>13</b>
<b>HIGH SCORES</b>	<b>14</b>
<b>LOAD/SAVE</b>	<b>14</b>
<b>VISUAL DISPLAYS</b>	<b>16</b>
<b>ACCESSING CARS &amp; TRACKS</b>	<b>17</b>
<b>CREDITS</b>	<b>18</b>
<b>CUSTOMER AND TECHNICAL SUPPORT</b>	<b>20</b>

## Power Up

### SEGA DREAMCAST HARDWARE UNIT

- Make sure your Sega Dreamcast™ is properly set-up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.
- Open the Disc Door by pressing the **Open Button** and insert your **Test Drive 6™** Sega Dreamcast Specific Disc. Shut the Disc Door.
- Press the **Power Button** to start your Sega Dreamcast.
- Follow the on-screen instructions.

**Test Drive 6** is a 1 to 2-player game. Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any time, simultaneously press and hold the **A, B, X, Y** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Purchase additional controllers to play with additional people. For more information on the Sega Dreamcast controller, see the next page.



## Sega Dreamcast Controller

There are five different controller configurations available. The default Button Settings are described on the next page.

**Note:** Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

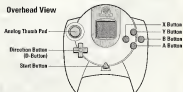
### Jump Pack

Make sure to insert your Sega Dreamcast Jump Pack into Expansion Socket 2 only. The Jump Pack will not lock into place if inserted into Expansion Socket 1 and may fall out during game play or otherwise inhibit game operation.

**Note:** To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

### SEGA DREAMCAST CONTROLLER

#### Overhead View



#### Forward View



### SEGA DREAMCAST JUMP PACK™



Trigger L:  
Brake/Reverse

Factory Standard  
Driving Controls

Trigger R:  
Accelerate

Camera View

Steering  
(R/L)

Horn

Handbrake

Up: Shift Up  
Down: Shift Down

Pause  
Game and Display  
Pause Menu

Rear View

**NOTE:** Control configuration can be changed by selecting the CONTROLLER OPTIONS selection in the Options Menu.

## Race Controller

Here are the default controls if you are using a Race Controller:

**Steering Wheel:** Steer Right or Left

**R Lever:** Accelerate

**L Lever:** Brake

**A Button:** Horn

**B Button:** Handbrake

**+ Button:** Upshift

**- Button:** Downshift

**Note:** To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y,** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

**Note:** When using the Race Controller, never touch the steering wheel or left and right levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the **Options Menu**. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.

### RACE CONTROLLER

Front View

- Button

B Button

Steering Wheel

+ Button

A Button

Start Button

Rear View

R Lever

L Lever

## Arcade Stick

Here are the default controls if you are using an Arcade Stick:

**Joystick Right:** Steer Right

**Joystick Left:** Steer Left

**Joystick Up:** Upshift

**Joystick Left:** Downshift

**A Button:** Handbrake

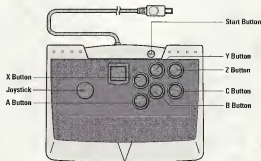
**C Button:** Accelerate

**X Button:** Rear View

**Y Button:** Camera View

**Z Button:** Brake

### SEGA DREAMCAST ARCADE STICK



**Note:** To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y, and Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

## WELCOME TO TEST DRIVE 6

Did you ever want to challenge a dream supercar against a flexing muscle car? Slip behind the wheel of your street rod off the lot, or a high tech concept car right out of the R&D garage. Race all over the world, win your races and upgrade your ride. Are you the best? Find out...in the ultimate thrill ride!

## MAIN MENU

The Main Menu offers the following options. Use **Directional Buttons** ↑ and ↓ to select an option and then press the **A Button**. To back up one menu, press the **B Button**.

### • PRACTICE

**SELECT TRACK:** Use **D-Buttons** ← and → to choose from the linear or circuit tracks available. Win Tournaments to unlock more Practice tracks.

**SELECT CAR:** Press the **D-Buttons** ← and → to choose from the vehicles available. Win tournaments to unlock more practice cars.

**TRANSMISSION:** Use **D-Buttons** ← and → to switch between automatic and manual transmission.

**RACE:** After you've chosen a car and a track, you're ready to hit the streets and leave the competition behind.

**EXIT:** Leave this screen.

### IMPORTANT DRIVING TIP

You must learn to powerslide to get through sharp turns at high speed.

Use the Handbrake (A Button) during a turn to powerslide. Tap the button to get the most slide with the least slow-down.

### • RACE MENU

**NAME:** Use the D-Buttons to spell out your name, nickname, or handle.

**SINGLE RACE:** You may only choose this option after you have purchased a vehicle in the Garage. Select a track, as in Practice. Place your wager, and beat your opponents.

**TOURNAMENT RACE:** You may only choose this option after you have purchased a vehicle. Choose the class in which you want to race, and which tour of that class in which you will race. You can upgrade your vehicle before each race.

At first, only the Class 1 Tournament is available. Cars in Classes 2 through 4 have higher performance and greater costs. When you have acquired enough credits and purchase a car in Class 2, 3 or 4, the respective tournaments are also opened to you.

### TOURNAMENT WAGERING SYSTEM

Make a wager on your race, and the other five racers will match your bet. There are maximum and minimum limits to the amount you are allowed to wager. If you cannot meet the minimum wager, you must go out and earn more credits through Single Races, Cop Chases or Challenges.

Half of the credits ponied up for each race in a tournament are paid out to the top three finishers, and the other half goes into the Tournament pot. The pot is paid to the driver with the lowest cumulative racing time at the end of that Tournament.

**COP CHASE:** You may choose this feature only after you have purchased a vehicle in the Garage. Choose a police vehicle to drive in pursuit of the other drivers. Choose your course, and choose your mission. For the event, "Stop the Racers," every racer has a "morale" bar shown above his car. Knock the morale bar down to zero by bumping into him to pull him over. Or, block him off, using your car as a barricade to stop his forward progress. For every racer you manage to cite, you will be rewarded with credits.

### HOT TIP

If you are the cop, go after the fastest racer first; otherwise, the others may slip past you.

If you arrest all the racers on all the tracks, the event "Stop the Bombers" will become available. In this event, a mad bomber will continually drop bombs to try and stop you. He must be arrested at all costs.

**CHALLENGES:** You may only choose this option after you have purchased a vehicle in the Garage. These races are outside the tournament structure, and may be outside of "acceptable" public behavior. Each is a test of your driving skills and measurement of the competitiveness of your vehicle. While the rewards are high, you may encounter difficulties in completing each Challenge.

**GARAGE:** Enter the Garage to select a car to race, purchase a new car, modify cars you own, or sell cars.

**CHANGE CAR:** Choose from the vehicles in your garage for your next race or tournament.

**UPGRADE:** Once you have at least one vehicle in your garage and some credits in your account, you can begin upgrading your vehicle(s). There are four categories of upgrades, and each category has a number of levels of superiority to make the vehicles better, faster, and more competitive. The categories are Engine, Brakes, Tires and Suspension. Each upgrade can be adjusted in the garage, making it possible to fine-tune your vehicle for the tracks on which you will race.

**Buy:** Choose the vehicle class (1-4) which also determines base price and base performance. Use **D-Buttons** ← and → to choose from the vehicles in that class. Press the **A Button** once to view that vehicle's performance statistics. Press the **Y Button** to go to the Paintshop, where you can customize the color of the vehicle.

In the first column, use **D-Buttons** ↑ and ↓ to choose a color. Tap the **D-Button** → to go to the brightness column, and use **D-Buttons** ↑ and ↓ to alter the brightness of the vehicle.



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**TD6SDC**

Please be sure to check your manual for warranty information

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What systems do you own?

- ☐ PlayStation®    6 ☐ Sega Genesis  
game console    7 ☐ Nintendo 64  
☐ Sega Dreamcast    8 ☐ Nintendo  
Game Boy/  
☐ IBM PC, etc.    Game Boy  
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3 ☐ Heat    6 ☐ Other

After you have accepted the paint job, press the **A Button** to purchase the vehicle. You will be asked to confirm your purchase – once you have, appropriate funds will be deducted from your account and the vehicle will be yours.

**SELL:** Do you need money? Are you unsatisfied with a vehicle? Sell a car back – for less than you bought it for, naturally.

## • TWO PLAYER RACE

**SINGLE RACE:** Hook up two controllers for you and a buddy and race against each other to see who's the better driver.

**SELECT TRACK:** Press **D-Buttons** ← and → to choose from the available tracks.

**RACE:** After you've chosen a car and a track, you're ready to hit the streets and leave your competition behind.

**COP CHASE:** Choose a police vehicle to drive in pursuit of player 2. Choose your track and your cars. Player 2 has a "morale" bar shown above his car. Change the morale bar from green to red by bumping into him to pull him over. Or, block him off, using your car as a barricade to stop his forward progress. You will be rewarded for each citation. It's like cops & robbers, except you get to chase your buddy down and nail him with a ticket!

After one race, it is Player 1's turn to be chased.



**SELECT TRACK:** Press **D-Buttons** ← and → to choose one of the available tracks.

**RACE:** Strap on your wheels and chase your buddy down.

**EXIT:** Return to the Two Player menu.

**QUAD RACE:** Create a four-race tournament for you and a friend. Use the up and down directional buttons to choose a track for each of the four track slots.

**SELECT TRACK:** Press the **D-Buttons** ← and → to choose four of the circuit tracks available.

**SELECT CARS:** Enter the garage and choose a car for each player.

**RACE:** Hop in your ride and take on your opponent in best-out-of-four.

**PINK SLIP:** Just how much faith do you have in your skills and your ride? In a race for Pink Slips, you and your opponent bet your cars against each other. The winner wins BOTH vehicles. Now you can prove you're the absolute best. Race your buddy, ride against ride. The loser walks and the winner takes all!

**SINGLE RACE:** Press **D-Buttons** ← and → to choose one of the circuit tracks available. Stake it all on one race.

**QUAD RACE:** Racing for each other's rides, best-out-of-four.

### REMEMBER

You must learn to powerslide to get through sharp turns at high speed. Use the Handbrake (A Button) during a turn to powerslide. Tap the button to get the most slide with the least slow-down.

## • OPTIONS

**CONTROLLER OPTIONS:** Use **D-Buttons** ← and → to switch vibration on or off, or choose a controller configuration.

**AUDIO OPTIONS:** Press **D-Buttons** ← and → to switch between stereo and mono modes, adjust the volume of sound effects, adjust the music volume, choose the music track you want to hear, or exit to the **Options Menu**.

### GAME OPTIONS:

**SPEED READOUT:** Using **D-Buttons** ← and →, switch between kilometers per hour (KPH) and miles per hour (MPH).

**CHECKPOINT TIMERS:** Using **D-Buttons** ← and →, switch the Checkpoint Timers on or off.

**TRAFFIC:** Using **D-Buttons** ← and →, switch Traffic to Off, Avoid or Classic.

Off: No traffic – just you and the other racers.

Avoid: Traffic will actively attempt to get out of your way.

Classic: Traffic will ignore you.

**COPS:** Using the right and left directional buttons, toggle the Cops on or off.

**DIFFICULTY:** Using the right and left directional buttons, choose from the Difficulty levels of Easy, Normal and Difficult.

**MAP:** Toggle the on-screen overhead map on or off. This option is not available on circuit track races or Cop Chase.

**EXIT:** Leave this menu.

**NOTE**

Game Options do not affect Single Race, Tournament Race or Challenge modes.

**CREDITS:** Take a look at all of the individuals responsible for this latest foray into 'round-the-world racing.

**FEAR FACTORY VIDEO:** Watch Fear Factory's video, "Cars."

• **HIGH SCORES**

Take a look and see how well you're doing compared to your past race times.

• **LOAD/SAVE**

Select this option from the Main Menu to access the Visual Memory Unit (VMU) that is plugged into Expansion Socket 1 of your Sega controller. The VMU sub-menu is detailed below. Use the **D-Buttons** to select an option and then press the **A Button**.

**NOTE**

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

**LOAD:** Select the Load icon to load the current state of all aspects of a previously saved game. This includes all the features and cars you have acquired, your game settings, and all your high score information. Follow the on-screen instructions to load a game.

**NOTE**

You will be given the opportunity to **SAVE** at the completion of each event.

**NOTE**

The number of memory blocks required to save game files varies according to the type of software and the content of files to be saved. With **Test Drive 6**, 17 blocks are required to save your game data. Make sure you have 17 blocks free on your VMU before saving a game for the first time.

**SAVE:** Select the Save icon to save the current state of all aspects of your current game. This includes all the features and cars you have acquired, your game settings, and all your high score information. Follow the on-screen instructions to save a game.

## VISUAL DISPLAYS

**TIME:** On any course, the timer in the upper right corner displays your elapsed time in the current race.

**LAP:** The upper left of the screen lists, in the form of a fraction, the lap you are racing over the total number of laps for your race, as well as the time elapsed on your current lap.

**POSITION:** When you are racing on a circuit track, your race position, listed as a fraction of your place out of the total competitors, is below TIME. On a linear course, your POSITION is listed in the upper left corner of the screen.

**SPEEDOMETER/TACHOMETER:** The large dial in the lower right hand corner shows current engine RPM. The green digital read-out under the tachometer shows your speed. The black digit in the white circle represents the gear you are currently using.

**BRAKES:** The taillights come on as a visual indication that you are braking. The brake is a valuable tool; it will help you win if you learn to use it wisely.

**MAP:** When you are racing on a linear course, and you have the MAP game option turned on, there will be a bird's-eye-view map on the lower left corner of the screen. Keep the white dot out in front of the pack, and you'll win the race.

**CAMERA:** You have a choice of several camera positions in and behind the car. Find an angle that you are comfortable with at the beginning of the race, and stick with it as you drive. Some practice will tell you what works best for you. Press the **Y Button** to alter the camera view of your vehicle; press the **X Button** for a view of what is behind your vehicle.

## ACCESSING CARS & TRACKS

The first time you play Test Drive 6, about half of the tracks and vehicles are inaccessible. As you play and accomplish goals, cars and tracks will be made available to you. You must have a Visual Memory Unit (VUM) in Expansion Socket 1 of your Sega Dreamcast controller to save these accomplishments.

You can access all the car and Tournament Classes by earning enough credits to advance from Class 1 through Class 4. You can gain access to tracks and cars for use in Practice by winning Tournaments.

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**FAX:** Faxes may be sent anytime to: (408) 246-0231

**ONLINE:** <http://www.td6.com>  
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2. Notify Infor@mes North America Customer Service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 pm (Pacific Time) Monday through Friday. Please do not send your e-mail to Infor@mes North America before calling. Infor@mes North America can also be reached 24 hours a day by FAX at (408) 246-0231 or by email at [help@infor@mes.net](mailto:help@infor@mes.net). Check us out on the World Wide Web at <http://www.infor@mes.net>.

3. If a Customer Service Technician is unable to solve this problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your disc to ensure your packaging is at least 4" x 6", as many shipping companies will not ship anything unboxed. Send the disc and your sales slip or similar proof of purchase within the 90-day warranty period to: Customer Service, InfoSource North America, Inc. 5380 Steeles Creek Blvd. Suite 500, San Jose, CA 95129.

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